

Audio Programmer

(send your resume to jobs@tsugi-studio.com)

Are you ready for the adventure of your life? Move to Japan and help us develop the future of game audio! As part of our R&D team, you will design systems that will be used by major Japanese and Western game studios across their titles.

Basic skills required:

- Good knowledge of C++ and/or C#
- Solid foundation in maths
- Good understanding of DSP algorithms (especially sound synthesis and analysis)
- Keen eye for optimization of resources and CPU usage
- Good written and verbal communication in English
- Excellent organizational skills, resourceful and autonomous

***Not* required, but experience / knowledge in one or more of these could be interesting:**

- VST / AAX plug-in development
- JUCE audio framework
- macOS development
- Current game audio middleware (e.g. Wwise / FMOD Studio)
- AI and neural networks
- Game console programming (Xbox One, PS4 etc...)
- Mobile platform programming (iOS, Android)
- Development with game middleware such as Unity or Unreal

Benefits

- Salary and title based on skills and experience
- Annual bonus based on employee and company performance
- Health insurance and retirement plan
- 5-day working week, with 8-hour work per day (flexible schedule with core hours)
- National holidays and 2 weeks of paid holiday (increases with time in company)
- Commute paid by company
- If you are not in Japan: help to relocation and sponsoring of your visa

This position is based in our office in Niigata, Japan. We are located in the center of the city (8-minute walk from the main train station). Niigata is famous for its awesome food and is less than 2 hours away from Tokyo (this position may include one-day trips to Tokyo to visit clients). Japanese language skills are not required for this job.



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